

4 Adrian Conrad
Dying Recluse

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2
2

Adversary

When you play Adrian Conrad, you may block a character from the current mission.
Each time you revive Adrian Conrad at a failed mission, you may take him into your hand.

Stricken with a fatal disease, this millionaire abducted Carter in hopes of learning how to remove a Goa'uld after it had healed him.

2U1

4 AMONET
Cherished Queen

2
1
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ADVERSARY — GOA'ULD

Each time you assign Amonet, your opponent may incapacitate a team character. If he doesn't, you may stop a character.

Amonet chose Daniel Jackson's wife Sha're as his queen's host for her fullness of life. This same quality gave her limited resistance to the Goa'uld's will, though Amonet still committed many foul deeds in Apophis' name.

2 R 2

3 Apophis
Enemy of Sokar

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Adversary - Goa'uld

When you score Apophis, your opponent may destroy two support characters. If he doesn't, you may incapacitate a team character.

Sokar imprisoned this fallen Goa'uld for his own amusement, but Apophis soon escaped and amassed even more power than he'd held before.

253

4 Baal
Heir to Power

2
2
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Adversary - Goa'uld

When you score Baal, incapacitate a stopped team character.

After Anubis fell, his most valuable planets were seized by Baal, who quickly became the most powerful of the surviving System Lords. Despite his new strength, Baal continued to rule mainly through threats and precise strikes rather than all-out force.

254

3 Borren
Aschen Official

3
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5

Adversary

Failure: Stop a character.

Aschen diplomat who first enticed explorers from Earth with the promise of technological aid. He then passed the negotiations on to his associate, Mallem.

2C5

4 Camulus
Celtic God of War

1
1
1

Adversary - Goa'uld

Complications get difficulty +1 while Camulus is assigned.

System Lord who divided what little power was left to be had after the fall of Anubis. Concealing how weak his forces had truly become, he sought to forge a new treaty with Earth through intimidation and bluster.

2C6

3 Cronus
God of Fate

2
3
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Adversary - Goa'uld

Each time you would pay Cronus' revive cost, you may destroy another adversary instead. If you do, revive and ready Cronus.

Powerful System Lord and enemy of Apophis. Teal'c seeks revenge for the Goa'uld's murder of his father, who was executed for failing to win a hopeless battle.

2U7

2 Erebus Commander
Death Camp Commandant

2
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Adversary - Jaffa

Erebus Commander gets difficulty +1 for each obstacle that has dominion.

Servant of Lord Baal who supervises the construction of Ha'tak ships at the slave labor camp on Erebus.

2C8

3 Herak
First Prime of Anubis

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Adversary - Jaffa

Each time you assign Herak, you may destroy an assigned support character.

In his first encounter with SG-1, Herak exposed and killed the secret operative they were trying to contact. Their subsequent escape marked the beginning of his strong grudge against them, and hatred of Jack O'Neill in particular.

2C9

3 The Keeper
Guardian



2
2
2

Adversary

Failure: Look at the top five cards of your opponent's deck. You may place them in any order on the top and/or bottom of that deck.

Custodian of the virtual reality environment in which the people of P7J-989 interacted while their bodies were kept in stasis. He captured SG-1, forcing them to take part in scenarios he built from their memories.

2R10

2 Kendrick
Special Investigator



2

Adversary - Political

At the end of your opponent's power phase, you may destroy Kendrick. If you do, your opponent shuffles his mission pile.

Colonel in the Air Force's Office of Special Investigations. During Teal'c's brief time living outside Cheyenne Mountain, Kendrick monitored his activities with harsh scrutiny.

2C11

4 Khalek
"Son" of Anubis



1
1
1
1

Adversary - Goa'uld

Each time you assign Khalek, place a random card from your opponent's hand face up beneath him. For each hero card beneath Khalek, he gets difficulty +1 and revive cost +1.

This genetically engineered creation of Anubis possessed ever-expanding psychic abilities designed to lead to his ascension.

2R12

3 Kull Warrior
Super Soldier



4

Adversary - Goa'uld

Each time Kull Warrior would be destroyed, you may pay its revive cost to prevent that.

Anubis used genetic engineering to create an army of these exceptionally strong and lethal warriors. Resistant to both energy and projectile weaponry, they are extremely difficult to kill.

2U13

4 Nerus
Agent of the Ori



2
2

Adversary - Goa'uld, Ori

Each time your opponent is about to play a mission, you may stop Nerus and pay 3 power. If you do, look at the top card of your opponent's mission pile, then place it on the top or bottom of that pile.

Servant of Baal who allied himself with the Ori. He gave false intelligence to trick SG-1 into attempting a mission that would help the Ori establish a superagent to our galaxy.

2R14

4 Olokun
Desperate Lord



2
3

Adversary - Goa'uld

Each time you assign Olokun, you may choose a team character and pay power equal to the number of glyphs he has. If you do, he is blocked from the current mission.

System Lord whose power has been in steady decline. He has been forced to spend more of his strategic reserves as his forces have defected to join Anubis.

2R15

4 Osiris
Agent of Anubis



2
2
2

Adversary - Goa'uld

When you play Osiris, stop a support character. Each time you revive Osiris, your opponent stops a support character.

With skill in politics, Osiris was sent by Anubis as his agent in talks with the other System Lords, a situation that called for a softer touch.

2S16

2 Peter Tanner
Alien Deserter



2

Adversary

Each time you assign Peter Tanner, you may pay power equal to a support character's highest skill. If you do, stop that character.

Alien soldier who, along with Raitin Lloyd and others, deserted from military service. He has been posing as a psychiatrist on Earth, and dosing Lloyd with a memory-suppressing drug so he won't expose the entire group.

2U17

4 Ra
The Sun God



2

Adversary - Goa'uld

Each time you assign Ra, you may discard any number of cards. If you do, draw the same number of cards.

This ruthless Goa'uld with vast territory and resources was for centuries the most powerful of the System Lords. At different times, he made Earth and Abydos his home.

2R18

3 **Raphael**
Honduran Terrorist



Adversary - Political

Failure: Destroy a support character. If another Political card is at the current mission, you may incapacitate a team character instead.

Violent revolutionary leader opposed to the Honduran government. Among his tactics are kidnapping and torture, which Daniel Jackson and Bill Lee experienced firsthand.

2R19

4 **Reese**
Creator of the Replicators



Adversary - Replicator

Each time you assign Reese, you may reveal the top two cards of your deck. If you do, you may play one Replicator card revealed at no cost, then discard the other cards.

Centuries old android discovered among the ruins of a dead civilization. She had caused the devastation when, to rescue her child-like boredom, she designed the first Replicators as toys for her own amusement.

2R20

4 **ROBERT KINSEY**
Vice President



ADVERSARY - POLITICAL

At the end of your power phase, if this adversary card is in your villain score pile, you gain 1 power.

Robert Kinsey's unwavering self-interest took him all the way to the White House, but was also his undoing and led to his resignation. Stripped of influence, he was forced to work with the SGC to avert a later crisis.

2 R 21

2 **Sekhmet**
Genetic Experiment



Adversary - Goa'uld

Sekhmet costs power -2 to play while no characters are assigned. To assign Sekhmet, pay 1 power for each assigned character.

This betrayer of Ra returned in an unusual way, when rogue NID agents created a hybrid using her DNA. They didn't anticipate that the Goa'uld's genetic memory would sometimes dominate the human persona.

2U22

3 **Sindar**
Loyal Servant of Cronus



Adversary - Jaffa

While this adversary card is in your villain score pile, each of your opponent's missions gets:

"Failure: Your opponent may take a Jaffa adversary or Jaffa obstacle card from his discard pile into hand."

First Prime of Cronus. He ruled Juna in his master's stead after several planets in Hen'ru's domain came under Cronus' control.

2R23

3 **Third**
Human-Form Replicator



Adversary - Replicator

Third gets revive cost -1 for each other Replicator card at the current mission.

The Replicators outwitted the Asgard and took complete control of the planet Halia. On this new home planet, the next major evolution for the machine race would take place: the creation of the first Human-form Replicators.

2C24

2 **Thoth**
Servant of Anubis



Adversary - Goa'uld

Failure: You may take an adversary card from your discard pile into hand.

This specialist in genetic engineering worked to perfect Anubis' army of Kull warriors.

2C25

3 **Til'Vak**
Servant of Baal



Adversary - Jaffa

Each time you assign Til'Vak, you may choose a support character. He is blocked from the current mission.

Failure: Destroy the chosen character.

This Jaffa commander administered the brainwashing treatments used by Baal to subvert prominent members of the newly formed Jaffa government.

2C26

3 **Yu**
Venerable Lord



Adversary - Goa'uld

Pay 1 power -- Yu gets revive cost -2 until the end of the current mission.

Lord Yu is the oldest of all the System Lords. He has outlasted many rivals by choosing battles and spending resources less rashly than other Goa'uld.

2S27

3 Zipacna
[Cunning Servant]

2

2

2

Adversary - Goa'uld

Stop Zipacna, pay 3 power. Choose a Goa'uld obstacle to get **dominion**. Minor Goa'uld who has craftily survived a number of power shifts among the System Lords, always landing with the most powerful of the Goa'uld. He has served both Apophis and Anubis.

2U28

3 Adal
[Loyal Rebel]

2

2

Character - Support - Jaffa

Destroy Adal -- Ready an incapacitated Jaffa character.
Destroy Adal -- **Stop** an incapacitated character.
Jaffa warrior enlisted by Bra'tac to help the SGC in their attempt to capture a live Kull warrior for scientific study.

2C29

4 Aegir
[Asgard Commander]

2

2

Character - Support - Asgard

When you play Aegir, if an adversary is assigned, the current mission gets difficulty -1.
Commander of the Valhalla. His ship helped to defend Orilla from a Replicator attack.

2C30

3 Alar
[Eurondan Leader]

2

3

Character - Support

Alar gets skills -1 for each different trait (other than "character," "team," and "support") on all assigned characters.
Leader whose underground base is a final bastion in the war against the Breeders. He sought aid from the kindred people of Earth, but was flummoxed about the true cause of the war; it was a campaign of global genocide begun by his father in the name of racial purity.

2U31

2 Alec Colson
[Billionaire Businessman]

2

2

Character - Support

Alec Colson is blocked during the first mission played each turn.
Brilliant engineer and head of a global empire that perfected the F-302 design. He attempted to go public with the truth about the Stargate program, alien life, and advanced technology. Though it took much convincing, he eventually agreed to maintain secrecy.

2U32

3 Anatole Konstantinov
[Cosmonaut]

1

Character - Support - Russian

At the start of your debrief phase, you may look at one card from the top of your mission pile for each failed mission. If you do, place those cards in any order on the top and/or bottom of that pile.
Russian Air Force officer whose assignments have included a tour aboard the International Space Station. He is friends with Alexi Vaselov.

2R33

4 Anise
[Experimental Scientist]

1

2

Character - Support - Tok'ra

While Anise is ready, she gets: "Stop a team character -- The current mission gets difficulty -1."
Research scientist who has developed a technology for identifying a victim of zartac brainwashing by the Goa'uld. Her device is still largely untested and somewhat controversial, even among her fellow Tok'ra.

2R34

6 AYIANA
[Remnant of Atlantis]

3

2

CHARACTER - SUPPORT - ANCIENT

Stop Ayiana, pay 3 power -- Ready another character.
Destroy Ayiana -- Ready another character.
Ancient who lived in Atlantis at the time the city was relocated from Earth to the Pegasus galaxy. She remained behind and was frozen in the ice, to be discovered millions of years later by an Antarctic research team.

2R35

2 Boris
[Submariner]

1

Character - Support - Russian

While Boris is assigned, he gets +1 for each assigned Russian character who has a glyph.
Sailor serving aboard a Project 641 submarine in the Pacific Ocean. He began his naval career after some brief thoughts of pursuing the space program.

2C36

4 **Brent Langham**
Unscrupulous Scientist

2

Character - Support - NID

When you play Brent Langham, you may stop an NID team character. If you do, search your deck for a gear card, reveal it, take it into hand, and shuffle your deck. If you don't, you may take a gear card from your discard pile into hand.

Area 51 employee who was bribed by the NID to steal top secret alien technology for eventual commercial applications.

2R37

4 **Brian Vogler**
Company Man

2

Character - Support - NID

Destroy Brian Vogler -- Destroy a support character.

During your opponent's turn, Brian Vogler becomes an adversary that can't be assigned, revived, or scored.

Financial head of Colson Industries, who doctored financial records to keep the company afloat. The NID threatened him into revealing this to discredit Alec Colson.

2R38

4 **Bricksdale**
Area 51 Scientist

1
2

Character - Support - NID

Stop Bricksdale -- Ready a gear.

Researcher at Area 51 who works with alien technologies acquired by the SGC. Rogue elements within the NID paid him two million dollars to gain access to a cloaked Goa'uld ship orbiting Earth.

2C39

3 **Carmichael**
SGC Physician

2

Character - Support - SGC

Each time another character would be incapacitated, you may stop Carmichael and pay 2 power. If you do, stop that character instead.

Part of the medical team at Stargate Command. He was brought in to monitor Teal'c's vital signs when he became trapped in Dr. Lee's experimental virtual reality simulator.

2U40

4 **Carolyn Lam**
Chief Medical Officer

2
2

Character - Support - SGC

Each time a obstacle is played, you may pay 2 power. If you do, Carolyn Lam gets skills +1 until the end of the current mission.

Civilian doctor recruited by Jack O'Neill to be the SGC's chief medical officer. Long estranged from her father, Hank Landry, the two had a cold, almost robotic relationship when she first assumed the post, but have since reconciled.

2R41

3 **Charlie**
Re'tu Liaison

1
1

Character - Support

Success: Look at the top five cards of your deck. You may place them in any order on the top and/or bottom of that deck.

Human child engineered by the Re'tu to act as their intermediary with Earth. He brought them news of an impending attack by Re'tu rebels, giving the SGC a chance to prepare their defenses.

2U42

4 **Chaska**
Caledonian Minister

2
1

Character - Support

Failure: Each team character gets skills +1 until the end of the turn.

Leader of the Caledonian Federation. After a ship from Earth was destroyed while trying to defend her country from a hostile neighbor, she gave sanctuary and aid to the survivors.

2C43

4 **Chloe**
Lab Assistant

1
2

Character - Support - SGC

Choose a team character, discard a card -- Until the end of the turn, that team character gets +1 and +1. You can do this only once each turn.

Junior research associate to Jay Felger. She has worked with the doctor in developing his focused plasma pulse weapon and Avenger computer virus, developing unspoken romantic feelings for him in the process.

2U44

5 **DANIEL JACKSON**
Ascended Being

2

CHARACTER - SUPPORT - ANCIENT

When you play Daniel Jackson, each assigned team character gets skills +1 until the end of the current mission.

After Daniel's heroic sacrifice to avert a global catastrophe, Oma Desala prevented his death by helping him ascend. In his time among the Ancients, he skirted the limits of their non-interference policy on several occasions, appearing to his old friends on SG-1 with counsel and comfort in times of need.

2R45

4 Delek
Tok'ra Leader

3

Character - Support - Tok'ra

Stop Delek -- Gain 1 power.
Prominent member of the Tok'ra leadership. He has used his considerable political clout to argue for more caution in his people's alliance with Earth and the Jaffa.

2U46

3 Denya
Ori Dissenter

1

Character - Support

When you play Denya, your opponent loses 1 power.
Citizen of Ver Isca, with a reputation as the village harlot, Vaia Mal Doran correctly suspected she was in fact a member of the underground movement working against the Ori.

2U47

4 Garan
Servant of Arkhan

2

Character - Support

Garan gets +2 if there was a failed mission this turn.
Garan gets +2 if there was a successful mission this turn.
One of King Arkhan's most loyal subjects, who rose to the occasion and defended his domain from Jaffa invaders.

2U48

4 Golon Jarlath
Reluctant Ally

1

2

Character - Support

Failure: Each team character gets skills +1 until the end of the turn.
Paroled criminal who competed against Warrick and Samantha Carter in the Loop of Kon Garat. After both their ships fell victim to sabotage, they joined forces to prevent the culprit from winning the race.

2C49

4 Graham Simmons
Assistant Engineer

2

Character - Support - SGC

Graham Simmons costs power -1 to play for each ready gear.
Engineer at the SGC who assists in the analysis of alien artifacts. He's developed a crush on Samantha Carter. Both his father and brother are officers in the military.

2C50

6 Jack O'Neill
SGC Commander

1

3

Character - Support - SGC

Each time an SGC character earns a glyph, if Jack O'Neill is ready, you may stop him. If you do, the next mission this turn gets difficulty -2.
"I like the promotion, the paycheck, and the parking spot. But I don't really wanna be in charge of anything."

2R51

3 Jarrod Kane
Rand Senator

2

Character - Support

While an adversary is assigned, Jarrod Kane gets +1 and +1.
In the year after SG-1 helped him wrest control of his country from a religious fundamentalist, Jarrod Kane fully entered the political arena, becoming a senator. When the arrival of the Ori again threw his government into chaos, he returned to Earth for help.

2R52

3 Ka'lel
High Council Member

2

1

Character - Support - Jaffa

Ka'lel gets +1 if there was a successful mission this turn.
Ka'lel gets +1 if there was a successful mission this turn.
Former Hak'tyl rebel who became a member of the Jaffa High Council after the fall of Anubis. She proved as skilled on the chamber floor as she had been on the battlefield.

2U53

5 Kasuf
Leader of Abydos

2

Character - Support

Success: Destroy an adversary.
Father of Sha're and Skaara, and respected leader among the Abydonians. He welcomed the first visitors from Earth to his village, the beginnings of a relationship that led to Ra's downfall.

2R54

2 Kearney
Air Force Major



Character - Support - SGC

When you play Kearney, you may pay 2 power. If you do, ready a gear.

Major stationed at Stargate Command around the time Jack O'Neill first took command of the base.

2C55

2 Kheb Monk
Adherent of Desala



Character - Support

Destroy Kheb Monk, pay 2 power -- Unblock a character.

This cryptic but wise monk waits in the temple on Kheb to serve as a guide for any who would seek oneness with Oma Desala.

2C56

3 Luthor
Informant



Character - Support - NID

When you play Luthor, unblock a character.

This crime lord of the Washington D.C. area specializes in selling unregistered high-end weapons to hitmen. The NID allows him to remain in business in exchange for information.

2C57

5 Marell
Research Scientist



Character - Support

Each time you assign Marell, you may destroy an obstacle. If you do, destroy Marell at the end of the current mission.

Part of the Galaran research team perfecting a technology for erasing and transferring memories. After murdering his own wife, he used the device on himself to relieve himself of the guilt.

2C58

3 Maz'rai
High Council Member



Character - Support - Jaffa

Destroy Maz'rai -- Gain 1 power (or 2 power, if at least one Jaffa character is assigned).

Member of the Jaffa High Council who argued to disband the ruling body in favor of an open democracy in which all Jaffa held an equal vote.

2C59

3 Mr. Kent
Leader of the Trust



Character - Support - NID

Mr. Kent gets  +1 for each NID character who has a glyph.

Senior member of the Trust, a group of NID agents who went rogue from the legitimate organization. They see their coalition as a true and just defender of Earth, where others have made unnecessary and dangerous compromises in the name of morality.

2C60

3 Natania
Simple Villager



Character - Support

Natania gets  +1 if there was a successful mission this turn.

Natania gets  +1 if there was a failed mission this turn.

Villager on a planet subjugated by Baa's servant, Mot. When he murdered her husband, she became determined to overthrow the Goa'uld. In SG-1, she found allies willing to help achieve that goal.

2U61

5 Orlin
Fading Genius



Character - Support - Ancient

Each time Orlin becomes stopped, place the top card of your deck face down beneath him.

Orlin gets skills -1 for each card beneath him.

Orlin reassumed human form for a second time to help resist the Ori. His younger form better contained his Ancient knowledge, but fighting to retain it caused him brain damage.

2R62

3 Ruslan Chernovshev
Opportunist



Character - Support - Russian

Ruslan Chernovshev gets  +1 while an NID character is assigned.

Ruslan Chernovshev gets  +1 while another Russian character is assigned.

Russian colonel and former Chief of Staff to the country's defense minister. He also has contacts in the NID, developed when he attempted to sell the Trust a captured Goa'uld symbiote.

2U63

3 Sanderson
[Rogue Operative]



2

Character - Support - NID

Each time you play another NID card, Sanderson gets  +1 until the end of the turn.
Each time you play a gear, Sanderson gets  +1 until the end of the turn.

Engineering expert for the rogue NID. He was part of an undercover team that gained access to the Prometheus and attempted to steal the ship.

2R64

5 Seevis
[Resistance Leader]



2

1

Character - Support

Success: You may ready a team character.

Bartender who also served as administrator in the village of Ver Isca. He used his official power as a cover for his true role as a leader in the resistance against the Ori. He tested new recruits harshly, to be certain that when the time to fight arrived, no one would quit.

2C65

3 Shau'nac
[Of the Red Hills]



2

Character - Support - Jaffa

Destroy Shau'nac -- Choose a team character to get skills +1 until the end of the turn.

Jaffa priestess with a past, close relationship with Teal'c. She learned to communicate with her larval symbiote, and believed she had convinced it to renounce the Innate Goa'uld desire for power and domination.

2C66

3 Siler
[Gate Room Technician]



1

CHARACTER - SUPPORT - SGC

Each time another support character would be stopped, you may stop Siler and ready that character instead.

Skilled engineer who has maintained equipment in the SGC since its inception. He's unusually prone to accidents.

2 R 67

3 Sina
[Tactician]



2

Character - Support - Tok'ra

Each time you place a Tok'ra event in your discard pile, you may stop Sina. If you do, take that event into hand.

Agent who has long monitored the territory of Lord Yu in the Tok'ra's efforts to maintain a balance of power among the System Lords.

2U68

4 Skaara
[Hero of Abydos]



1

2

Character - Support

While Skaara is assigned, he gets: "Stop Skaara -- Ready another character."

This young warrior of Abydos was one of the first people met offworld by travelers from Earth. He proved a powerful ally in the struggles against Ra and Anubis.

2R69

4 Steven Rayner
[Archaeologist]



3

Character - Support

Steven Rayner costs power -2 to play while none of your characters has a glyph.

Former friend and colleague of Daniel Jackson's. He nursed a grudge against the doctor for abandoning their research together and disappearing to join the Stargate program, unbeknownst to him.

2U70

3 T'akaya
[Salish Spirit]



2

2

Character - Support

When you play a  mission, destroy T'akaya.

Destroy T'akaya, pay X power -- Place an adversary that costs X on the bottom of his owner's deck.

One of the advanced aliens watching over the primitive Salish. She was distrustful of the visitors from Earth, especially after they injured her leader, Xeris.

2R71

4 Tara'c
[Zealous Warrior]



3

Character - Support - Jaffa

Stop and destroy Tara'c -- Your opponent loses 1 power.

Rebel jaffa who has fully embraced the teachings of Kytano, that "one must strike with single-minded purpose towards victory, without regard for one's survival."

2R72

4 "Tyler"
Reole Fugitive



3

Character - Support

Pay 1 power, discard a card -- Choose another character. "Tyler" gets **all that character's traits** until the end of the current mission.

Reole who escaped Jaffa custody. His biology produces a chemical that makes alien races perceive him as one of their own, an ability he used on SG-1 to secure their help.

2U73

3 Xe'ls
Salish Spirit



2
2

Character - Support

When you play a  mission, destroy Xe'ls.

Each time a gear or another support character would be destroyed, you may stop Xe'ls instead.

Leader of the advanced aliens watching over the primitive Salish. He protects the peaceful people and their village from violent outsiders.

2R74

4 Yat'Yir
Gerak's Aide



2
1

Character - Support - Jaffa

If another Jaffa card has been played this turn, Yat'Yir gets skills +1.

While a Jaffa adversary is assigned, Yat'Yir gets skills +1.

Assistant to High Council member Gerak. Their friendship goes back many years to when both were servants of the Goa'uld Montu.

2U75

4 Young Jack
Loki's Clone



1

Character - Support - SGC

While an SGC team character is assigned, Young Jack gets  +1,  +1, and  +1.

While Jack O'Neill is assigned, Young Jack gets  +1.

"Now can we please just get to the part where you and Fraiser run some tests, find a cure and make me big again?"

2U76

2 Yuri
Submariner



2

Character - Support - Russian

Each time an obstacle is played while Yuri is assigned with another Russian character, you may destroy him. If you do, destroy that obstacle.

Sailor serving aboard a Project 641 submarine in the Pacific Ocean. His encounter with a Replicator was Russia's first with an intelligence net of planet Earth.

2C77

4 Zarin
Goa'uld Impostor



2
1

Character - Support - Tok'ra

While Zarin is assigned, she gets:

"Stop Zarin -- Stop a ready adversary."

Tok'ra agent positioned as a minor Goa'uld under Baal. She controls enough of his forces to disrupt many of his attempts to appropriate Anubis' power base.

2C78

3 Alexi Vaselov
Decorated Colonel



0
2
3
2

Character - Team - Russian

X: Each time your opponent assigns an adversary while Alexi Vaselov is assigned, you gain 1 power.

P: Each time your opponent plays an obstacle while Alexi Vaselov is assigned, you gain 1 power.

Skilled colonel awarded many honors in the Russian air force. He's cool in a crisis and ready to lay down his life defending others.

2U79

4 Altman
Equipment Specialist



2
2
2
0

Character - Team - SGC

Altman gets skills +1 while another SGC character has at least one glyph matching one of his.

Major who assumed command of SG-5 after General Landry took over the SGC. Skilled with a wide variety of equipment -- and in interfacing it with alien technology -- he and SG-5 are often assigned to assist other teams in the field.

2C80

6 Aron
Rebel Leader



1
0
2
2

Character - Team - Jaffa

Each adversary gets revive cost +1 for each different glyph Aron has.

Jaffa who once served the Goa'uld Moloc. Teal'c was suspicious of him when the two first met, though he later played a key role in defeating his former master, and soon became a strong leader in the Jaffa rebellion.

2C81

6 Barber
SG-5 Lieutenant

0
2
1
2

Character - Team - SGC

Discard a hero card, pay 1 power -- Barber gets +1 until the end of the current mission.
Barber and his team were the first to encounter the strangely addictive lights in the Goa'uld palace on P4X-347.

2U82

3 Cameron Mitchell
Inspiring Influence

1
0
3
3

Character - Team - SGC

Each time you assign Cameron Mitchell, you may pay 3 power and discard a card. If you do, ready another character who has a glyph matching one of his.
"Well, all I know is, the moment you accept your fate, that's when you're as good as dead. Till then, all bets are off."

2S83

3 Daniel Jackson
Veteran Traveler

3
1
0
2

Character - Team - SGC

Each mission that has a glyph matching one of Daniel Jackson's gets difficulty -1 while he is ready or assigned.
After Jack O'Neill's transfer from the SGC, Dr. Jackson made plans to travel to Atlantis. However, events conspired to keep him in this galaxy, and Cameron Mitchell persuaded him to rejoin SG-1.

2S84

4 Daria Voronkova
Military Aide

3
1
0
1

Character - Team - Russian

Each time Daria Voronkova earns a glyph, you may ready another Russian character.
Efficient captain, particularly proud of her Russian heritage. She works closely with Colonel Chekov, and he assigned her to aid Daniel Jackson in investigating the Trust's interest in General Kiselev.

2C85

4 Elliot
Distinguished Lieutenant

1
1
2
1

Character - Team - SGC

While Elliott is assigned to a mission that has a glyph none of your characters has, he gets skills +1 for each different glyph he has.
Lieutenant who recently completed the SGC's training program. For his remarkable performance in his final exercise, he was awarded an immediate position on SG-17.

2R86

6 Grogan
Unseasoned Sergeant

1
0
1
0

Character - Team - SGC

For each different glyph Grogan has, he gets skills +1 and point value -1.
Recent academy graduate who struggled to get into the SGC thanks to his unfortunate habit of getting shot in every training scenario. Since his posting to SG-9, however, he has grown into a skilled and valuable team member.

2U87

6 Harper
SG-5 Commander

2
0
2
1

Character - Team - SGC

Discard a hero card, pay 1 power -- Harper gets +1 until the end of the current mission.
Not long after taking command of SG-5, Harper led his team to P3X-439 as support for SG-1, where Jack O'Neill was exposed to an Ancient repository of knowledge for the second time.

2U88

3 Jack O'Neill
Optimist

0
1
3
3

Character - Team - SGC

Each other character who has a glyph gets skills +1.
Each other character who has a glyph gets skills +1.
"Okay, everyone who thinks this is absolutely an insane idea, raise your hand. Come on, be honest."

2C89

4 Jay Felger
Scientist in the Field

1
3
0
2

Character - Team - SGC

Pay 1 power -- Move a glyph from Jay Felger to another character.
"Guys, we're in the presence of greatness here. The best of the best, and here we are working alongside them. Savor the moment, gentlemen, savor the moment."

2R90

6 Jennifer Halley
Brilliant Cadet

1
2
0
2

Character - Team - SGC

For or : Each hero card success text occurs an additional time while Jennifer Halley is assigned.

Air Force Academy cadet whose astrophysics talent rivals Samantha Carter's. She was nearly expelled for her "difficult personality" before Carter took her offworld to show the opportunities available if she accepted military discipline.

2R91

4 Jennings
Agent of the Trust

1
3
1
1

Character - Team - NID

Each time you assign Jennings, adversaries can't be revived until the end of the current mission.

Success or Failure: If Jennings doesn't have a 1 glyph, destroy all assigned support characters.

Field agent who programmed warheads used in nerve gas attacks on the Goa'uld, mindless of casualties among Tok'ra and rebel Jaffa.

2R92

5 Kelmaa
Tok'ra Doctor

1
2
1
2

Character - Team - Tok'ra

: Each time Kelmaa would become incapacitated, you may pay 2 power. If you do, stop her instead.

Stop and incapacitate Kelmaa -- Stop an incapacitated character.

Noble Tok'ra who gave her own life without debate or warning to become host to Egeria, mother of the Tok'ra.

2U93

4 Kershaw
NID Operative

2
2
0
1

Character - Team - NID

Each time you play a mission that has a glyph matching one of Kershaw's, your opponent loses 1 power.

Lieutenant in Grievous' rogue NID team, skilled in working with alien technology. Her intuition was useful not only in breaching the security around the Latonan Sentinel, but in ultimately understanding how it functions.

2U94

4 Kvasir
Advanced Engineer

2
3
0
1

Character - Team - Asgard

: Kvasir gets +1.
: Kvasir gets +1.
: Kvasir gets +1.

This curt but brilliant scientist has worked with the SGC on several occasions to adapt Asgard and Ancient technology.

2U95

4 Lindsay
Anthropologist

3
2
0
1

Character - Team - SGC

Each time Lindsay earns a different glyph, you may pay 3 power and discard a card. If you do, ready her.

Gifted anthropologist and linguist fluent in Mandarin, Russian, Spanish, three dialects of Goa'uld, Teneeze, Golap, the language of the cave people of P3K-447, and, of course, Ancient. Cameron Mitchell interviewed her for a position on the new SG-1 before he managed to reassemble the original team.

2C96

5 Mala
Ishta's Kin'dra

2
0
2
1

Character - Team - Jaffa

Each time Mala earns a 1 glyph, you may search your deck for a Jaffa character card. If you do, reveal it, take it into hand, and shuffle your deck.

One of Ishta's lieutenants in the Haktyl Resistance. She among all the rebels was most supportive of assistance from the Tau'ri of Earth.

2U97

4 Mansfield
SG-17 Commander

1
2
2
1

Character - Team - SGC

or 1: Mansfield gets skills +1 for each successful mission this turn.

Veteran team leader who took Lieutenant Elliot on to his team immediately after the recruit completed the SGC training program.

2C98

3 M'zel
Influential Leader

1
0
3
2

Character - Team - Jaffa

: Jaffa support characters cost power -1 to play.
and X: Jaffa hero cards cost power -1 to play.

Resistance leader with great respect among the Jaffa. He is highly distrustful of the Tok'ra, and cautious even with the Tau'ri, focused only on gaining freedom for all Jaffa.

2R99

4 Narim
Tollan Friend

2
3
0
1

Character - Team

1 or 1, Stop Narim -- Unblock a character.
1 and 1, Block Narim from the current mission, pay 2 power -- Unblock another character.

Tollan who befriended the members of SG-1, particularly Samantha Carter. He often lent them aid, though always honored his people's policy not to share advanced technology.

2C100

4 Ren'al
Tok'ra Biochemist

2
2
0
2

Character - Team - Tok'ra

Each time Ren'al earns a glyph, you may take a Tok'ra card from your discard pile into hand.

Leader of the research team that developed symbiote poison and adapted the Resol chemical for humanoid use. She also helped prolong the life of the Lantash symbiote after the trauma sustained by his former host.

2C101

4 Reynolds
SG-3 Commander

2
1
2
1

Character - Team - SGC

X: Reynolds gets skills +1 for each other stopped SGC team character who has a glyph.

Once posted at Area 51, Reynolds transferred to the SGC and eventually became the leader of SG-3. His team often provides combat support to SG-1.

2R102

3 SAMANTHA CARTER
Jolinar of Malkshur

1
3
2
2

CHARACTER - TEAM - TOK'RA

1, Stop and incapacitate Samantha Carter -- Turn an assigned adversary face down. (He becomes a complication. Any cards beneath him are discarded.)

Earth's first encounter with the Tok'ra occurred when one of their field operatives, fleeing from an Ashrak assassin, was forced to take temporary refuge in Captain Carter.

2 R 103

4 Samantha Carter
Mathematics Wizard

1
3
2
1

Character - Team - SGC

1, Stop Samantha Carter, pay 2 power -- Return an obstacle at the current mission to its owner's hand.

"Just trust me, it's a math thing."

2C104

3 Shawn Grieves
Team Leader

0
1
2
3

Character - Team - NID

X or 1, Destroy a support character, pay 2 power -- Ready an NID character.

Leader of one of the NID's offworld teams. He successfully secured a great deal of knowledge and technology for the NID, ignoring any incidental damage to alien people and cultures along the way, as his mission mandated.

2U105

5 Smith
NID Operator

2
0
2
2

Character - Team - NID

Each time you play a gear, you may stop Smith. If you do, gain 1 power for each different glyph Smith has.

Leader of the NID operation to steal the Prometheus. The mission was simply the most high-profile of many he'd undertaken to acquire advanced technology.

2U106

3 Teal'c
Fierce Warrior

2
0
3
1

Character - Team - SGC

1: Teal'c gets skills +1 while an adversary is assigned.
2: Teal'c gets skills +1 while an adversary is assigned.

"In my culture, I would be well within my rights to dismember you."

2C107

4 Tolinev
Russian Lieutenant

0
2
1
3

Character - Team - Russian

Tolinev gets experience +1 for each other Russian character who has a glyph matching one of hers.

Lieutenant in Colonel Zuhov's team, trained in basic field medicine. After narrowly surviving an attack by a creature on P2X-338, she transferred to a new posting to pursue her interest in avionics.

2C108

3 Vala Mal Doran
Resourceful Rogue

2
0
1
3

Character - Team

Pay 2 power, block another team character -- Ready Vala Mal Doran.

"I'm not here to hurt anyone, and I really do hope this leads to something fabulous for all of us, but it's not easy out there. And I'm sure you can appreciate that a girl has to do what a girl has to do to get by..."

2C109

5 Vallarin
Russian Major

2
1
2
1

Character - Team - Russian

Vallarin gets skills +1 for each failed mission.

Major in Colonel Zuhov's team. He traveled with them to P2X-338 to search for a missing Russian team. He tried on a few occasions to be the diplomatic one, defusing some awkward moments between his commander and SGC personnel.

2C110

5 Annihilation

Event - NID

To play this event, you must have an assigned character.

Stop all assigned NID characters. Destroy all other assigned support characters, and all complications, obstacles, and assigned adversaries. Incapacitate all other assigned team characters.

During General Bauer's brief command of the SGC, he doggedly pursued the development of a naquadah-enhanced nuclear weapon.

2R111

2 Celebration

Event

Choose a team character to get skills +1 until the end of the current mission. If there was a successful mission this turn, he gets skills +2 until the end of the current mission instead.

"God! I'm sorry, I didn't hurt you, did I?"
-Samantha Carter

2C112

2 Clever Disguise

Event

You can play this event only if the current mission is an mission. Choose a character to get skills +1 until the end of the current mission. If he is blocked, unblock him.

When traveling outside the SGC on Earth, Teal'c would usually take measures to hide his alien nature.

2C113

2 Digging Deep

Event

Ready a character. At the end of the current mission, incapacitate him.

Wounded in a Kull warrior attack and separated from the few other survivors, Samantha Carter relied on her survival training and scientific genius to defeat the relentless predator.

2R114

2 Entropic Cascade Failure

Event

Reveal the top four cards of your deck. Play a revealed support character card at no cost, then discard the other cards. At the end of the turn, destroy that character.

The presence of two Samantha Carters in one reality triggered entropic cascade failure in the one who arrived through the quantum mirror. The condition would have been fatal had she not...

2R115

3 Finishing Blow

Event

Destroy a stopped adversary.

"You know, the whole point of my coming here was for me to rescue you."
"You are most welcome, Colonel Mitchell."
-Cameron Mitchell and Teal'c

2R116

2 Gone Fishing


Event

Discard any number of hero cards. Then search your deck for a hero card with a cost equal to or less than the number of cards you discarded. Reveal it, take it into hand, and shuffle your deck.


"...not another living soul for miles. We'll be unavailable, inaccessible, incommunicable!"
-Minnesota, s/n - Jack O'Neill and George Hammond

2R117

1 Guest Lecture



Event

You can play this event only if the current mission is a  mission. Choose a character to get skills +1 until the end of the current mission. If he has no glyphs, you may **move a glyph** from another character to him.

As a leader in the field of astrophysics, Carter sometimes returned to the Air Force Academy to teach special sessions.

2C118

5 Helping Hand



Event - Asgard

Destroy an obstacle that is neither Goa'uld nor jaffa. Then you may stop an Asgard character. If you do, gain 2 power.

The Asgard were often willing to help the people of Earth, in whom they saw "great potential," but they would act only within the constraints of their Protected Planets Treaty with the Goa'uld.

2R119

3 Important Dig



Event

Stop up to two characters who each have 2  or more. For each character you stop, take a gear card from your discard pile into hand.

Valuable discoveries about the Goa'uld and their history have been made on a number of planets.

2C120

4 Interrogation



Event

Stop up to two characters who each have 2  or more. For each character you stop, take a villain card from your discard pile into hand.

The few Goa'uld prisoners captured by Earth organizations have not been immediately forthcoming, but with the right approach, they have provided useful intelligence.

2C121

3 Intimidation



Event - NID

To play this event, choose an assigned NID team character and discard a support character card. Until the end of the current mission, that team character gains the skills of the discarded card.

Bribery is an effective but costly tool. Instead, the NID often threatens the loved ones of people whose cooperation they seek.

2C122

1 Kelnorim



Event - Jaffa

To play this event, block a ready Jaffa character from the current mission. That character gets skills +1 until the end of the turn.

This form of Jaffa meditation replaces their need to sleep, providing all the same restorative benefits.

2C123

2 Lay Down Cover



Event

Stop up to two characters who each have 2  or more. For each character you stop, stop an adversary.

Many combat situations an offworld team faces are the result of enemy ambush. But by contrast, offensive strikes planned in advance by the SGC are always executed with precision and skill.

2C124

3 Leave Behind No Trace



Event - Tok'ra

Take an event card from your discard pile into hand.

The Tok'ra destroy their old base each time they relocate, taking with them everything needed to continue their operations.

2C125

2 Lucy! I'm Home!



Event - SGC

To play this event, block a ready team character from the current mission. Ready an SGC character.

*"I am not Lucy."
"I know that. It was a reference to an old TV... Never mind, open the door!"
"I will summon the doctor."
-Teal'c and Jack O'Neill*

2R126

1 Martial Arts Training



Event

You can play this event only if the current mission is a  mission. Choose a character to get skills +1 until the end of the current mission. If he has no glyphs, you may **move a glyph** from another character to him.

While living off base, Teal'c bonded with his neighbor, Krista James. At her request, he trained her in the Jujitsu art of Lok'nei.

2C127

2 New Tack



Event

You can play this event only if the current mission is a  mission. Choose a character to get skills +1 until the end of the current mission. If he is blocked, unblock him.

With little patience for the obstinate Ambaran delegates, Jack O'Neill tried an inventive new approach to diplomacy. "Knock twice when you're ready to talk like adults, alright?"

2C128

4 Perks



Event

Take a hero card from your discard pile into hand.

"I don't know why I didn't get back on the horse sooner, except I really didn't think you could take one of these things for a joy ride."
"Now see, that's one of the great things about being a general. You pretty much get to do whatever you want."
—Cameron Mitchell and Jack O'Neill

2C129

0 Plan B



Event

Gain 2 power for each failed mission.

"Actually, this couldn't have worked out better."
"Actually, I think it could have."
—Daniel Jackson and Vala Mai Doran

2C130

1 Planned Assault



Event

To play this event, choose an assigned team character who has a glyph. Gain 1 power for each glyph that character has.

"Teal'c is family. I don't like people screwing with my family... Let's bring him home."
—Hank Landry

2R131

2 Possible Fate



Event

Look at the top five cards of any player's deck. Place them in any order on the top and/or bottom of that deck.

Daniel Jackson once traveled to an alternate reality in which Earth fell to an attack by Apophis. His glimpse at what might be helped avert the same fate in his own reality.

2U132

3 Research and Development



Event

Stop up to two characters who each have 2  or more. For each character you stop, you may search your deck for a gear card, reveal it, and take it into hand. Then shuffle your deck.

Scientists in the SGC are constantly at work to adapt alien technology for practical uses. It can be a slow-going process.

2C133

2 Resilience



Event - Russian

For each failed mission, each Russian team character gets skills +1 until the end of the current mission.

Russians take great pride in their people's fortitude in the face of any adversity. This was especially true of their military officers who worked with the SGC.

2C134

0 Self Sacrifice



Event

Make an assigned support character +1 skills until the end of the current mission. At the end of the current mission, destroy him.

O'Neill's struggle to retain his knowledge of the Ancients had ill consequences. Though he helped cure the plague sent to Earth by the Priors, he suffered permanent brain damage and total memory loss.

2R135

4 Stoicism




Event - Russian

Ready a character who has a glyph, and each other Russian character who has a glyph matching one that character has. Many hard-working and dedicated soldiers took part in Russia's independent Stargate program for the short 37 days it was in operation.

2R136

0 Strange Bedfellows



Event

To play this event, choose two glyphs on two different characters. Move each of those glyphs to the other character. Despite Jack O'Neill's reluctance, Maybourne's access to inside information on the NiD made him a useful ally on more than one occasion.

2U137

5 Teamwork



Event - SGC

This event costs power -1 to play for each assigned SGC character. Choose a team character to get skills +2 until the end of the current mission. SG-1 consistently performs as the best of the best not only because of its skilled members, but because of the strong rapport they've built with one another.

2C138

1 Tok'ra Ambush



Event - Tok'ra

Ready a Tok'ra support character. "The Tok'ra are known for their ability to mask their trails. They are, as you say, stealthy in their actions." "Yeah, stealthy would be a good word, Teal'c." -Teal'c and Daniel Jackson

2U139

3 Turn the Tables



Event

Stop a ready adversary. Some have argued that the greatest weakness of the Goa'uld is their arrogance. In their sense of superiority, they are indeed caught off-guard quite easily.

2C140

2 Victory or Death



Event - Jaffa

To play this event, destroy an assigned Jaffa support character. Destroy an assigned adversary. "He's sending them on a suicide mission." -Daniel Jackson

2R141

4 Canopic Jar



Gear

Stop an assigned adversary -- Place this gear on him. You can do this only if this gear isn't on an adversary. While this gear is on an adversary, he is blocked. When you fail a mission, destroy this gear. This amulet containing an advanced alien chamber used by the Goa'uld to imprison their captured rivals.

2R142

2 G.D.O.



Gear - SGC

Stop this gear, pay 3 power -- Unblock a character. Stop and destroy this gear, pay 3 power -- Return an obstacle to its owner's hand. The "garage door opener" is used to transmit an iris deactivation code to the SGC, ensuring safe passage to Earth.

2R143

4 Glider Cannon



Gear - Jaffa

Stop this gear, pay 2 power, stop a team character or Jaffa support character -- Discard the top card of your deck: If it's a hero card, destroy an adversary. The mounted cannons of a death glider can be separated and used as personal weapons, though their high power makes them difficult to wield with any great accuracy.

2U144

3 Goa'uld Experiments



Gear - NID

Stop this gear, destroy a support character -- Each NID team character who has a glyph gets skills +1 until the end of the current mission.

Through trial and error, NID scientists engineered a human being implanted with the genetic memories inherent in Goa'uld DNA. Though they learned much from their creation, it ultimately turned on them.

2R145

2 ID Scanner



Gear

Each time you play a support character, you may stop this gear. If you do, stop that character and gain 1 power.

The existence of the SGC is one of the United States' most highly guarded secrets. Security of the base is accordingly very tight.

2R146

2 M9 Pistol



Gear

Stop this gear, block a team character from the current mission -- Complications cost power +1 to play until the end of the current mission.

This semi-automatic handgun is the primary sidearm of the U.S. military. It fires 9mm rounds from a 15-round staggered magazine that features a reversible release button positionable for right- or left-handed shooters.

2U147

3 Ma'chello's Notes



Gear

Stop this gear -- If the current mission is a  mission, it gets difficulty -1. Pay 4 power, destroy this gear -- Return an assigned adversary to his owner's hand.

The alien scientist Ma'chello spent most of his considerably long life developing technology to fight the Goa'uld. His lengthy notes remain as a chronicle of his advanced work.

2C148

2 Mimic Device



Gear

You may boost a team character using a character card that has the same title as any of your other team characters.

A number of these devices were recovered from alien invaders who briefly took control of the SGC. Easily concealed, the technology alters the wearer's appearance to that of another person.

2U149

3 Reole Chemical



Gear - Tok'ra

Stop this gear -- If the current mission is a  mission, it gets difficulty -1. Pay 3 power, destroy this gear -- Return an obstacle to its owner's hand.

Drug engineered by the Tok'ra from Reole biological samples taken by Dr. Fraser. It alters a person's perceptions, which allowed Daniel Jackson to go undercover as Yu's trusted Lt. Kaur slave.

2C150

4 Repository of Knowledge



Gear - Ancient

Stop this gear, block a character from the current mission -- That character gets skills +3 until the end of the turn. At the start of your debrief phase, incapacitate him.

This device transfers the vast knowledge of the Ancients into a human brain, but the expanding information is fatal if not removed.

2R151

3 Sagan Institute Box



Gear - SGC

You get 1 experience while at least one support character has a glyph. Destroy this gear -- Take a support character card from your discard pile into hand.

The SGC commissioned this form of greeting explaining Earth's cultures and history, assuming it could "somehow, hypothetically" be delivered to a distant world.

2R152

4 SGC Emblem



Gear - SGC

Your SGC characters get skills +1 for each successful mission this turn.

Upon discovery that the Stargate could be used to travel to planets other than Abydos, Stargate Command was established as the United States' official program for exploring alien worlds.

2U153

3 Smoke Grenades



Gear

Stop this gear -- If the current mission is an **A** mission, it gets difficulty -1.
 Destroy this gear -- Return a complication to its owner's hand.

These devices are sometimes employed by ground troops to signal friendly aircraft, though the SGC more often uses them to obscure tactical movements.

2C154

3 Sodan Cloaking Device



Gear - Jaffa, Ancient

Stop this gear -- If the current mission is a **C** mission, it gets difficulty -1.
 Destroy this gear -- Return a support character to his owner's hand.

Ancient technology used by the Sodan warriors. Worn on the wrist, it establishes a personal cloaking field around a subject and renders him invisible.

2C155

2 Tok'ra Operative Network



Gear - Tok'ra

Obstacles cost power -1 to play.
 Stop this gear and a Tok'ra support character -- Turn an obstacle at the current mission **face down**.

Tok'ra spies have spent years hiding beacons aboard Goa'uld mother ships. The result is a very clear picture of the scope and deployment of enemy resources.

2R156

2 Tollan Health Monitor



Gear

Stop this gear, pay 2 power -- **Stop** an incapacitated character.

All Tollans are implanted with a small device that tracks their vital signs. The information can be read by a handheld device, and is also transmitted to a central system that automatically dispatches medical aid in an emergency.

2U157

3 Touchstone




Gear

At the start of your debrief phase, you may look at a number of cards from the top of your deck equal to the amount of power you have remaining. Place them in any order on the top and/or bottom of that deck.

This alien device controls the global climate of the planet Madrona. The NID stole it after the SGC was unable to discover its secrets.

2U158

2 Walkie-Talkie



Gear

Stop this gear and a character -- Choose another character who shares a trait with the stopped character (other than "character," "team," or "support"). The chosen character gets skills +1 until the end of the current mission.

The first portable, two-way radio transceiver was developed for military use. Countless alien civilizations have versions of their own.

2C159

5 Activate Trap



4

Success: Until the end of the turn, adversaries are blocked.
 Capture the Replicators that have overrun this planet inside an Asgard time dilation field.

3160

5 Avert Bombing




4

When you play this mission, you may pay 3 power. If you do, ready a character.
 Locate the bomb placed by Sael in this recently completed office building in downtown Seattle. Take any steps necessary to prevent its detonation.

3161

5 Build Naquadah Reactor



4

Success: Gain 2 power.
 Work with an Oribanian engineering expert to adapt her people's naquadah reactor technology.

3162



Escape Bounty Hunter

Uncontrolled Planet

5

This mission gets difficulty -1 for each failed mission.

Escape the mercenary hired by the Goa'uld after the repeated interference in their plans by the people of Earth.

3

53174

Excavate Ancient Artifacts

Antidote Research Base

5

Success: You may search your deck for an Ancient card. If you do, reveal it, take it into hand, and shuffle your deck.

Search beneath the ice of Antarctica for valuable relics of Ancient civilization on Earth in the distant past.

3

53177

Free Captives

PACK 23

4

Failure: Destroy all assigned support characters. Rescue a group of Abydonians taken as slaves by the Goa'uld.

3

53180

Entrap Goa'uld

Daniel Jackson's House

3

Each time your opponent assigns an adversary, plays an obstacle, or plays a complication, you discard a random card.

Capture a Goa'uld who has been extracting information from Dr. Jackson's subconscious mind as he sleeps.

1

53173

Escape Prison World

Hydante

4

Obstacles get difficulty +1.

Maintain a low profile among this planet's prison population as you search for a means to power the Stargate and dial home manually.

3

53176

Elude Patrols

P75-441

4

The villain player performs the first action at this mission.

Avoid the Jaffa soldiers searching the area for your team. Reach the Stargate safely, or hold out until rescue arrives.

3

53172

Escape Naguadah Mine

P3R-636

4

When you play this mission, you may ready a character. If you do, that character is blocked.

Escape the locals who have imprisoned your team for slave labor, and rescue one of your number who has taken under the controlling influence of a Goa'uld sympathizer.

2

53175

Explore Anubis' Hybrid Lab

P3K-584

3

Failure: Your opponent may search his deck for an adversary card. If he does, he reveals it, takes it into hand, and shuffles his deck.

Search this abandoned laboratory where Anubis was used to create a genetic hybrid using his own DNA.

1

53171

Expose Fraud

Call Han

3

Failure: Your opponent destroys a support character and gains power equal to his cost. Reveal the true identity of a charismatic leader that has been directing the Jaffa resistance on this planet.

2

53179



Prevent Annihilation
PSS-381

5

When you play this mission, you may pay 4 power. If you do, it becomes a  mission until the end of the turn.
Stop an alien ship before its terraforming operations wipe out the people on this planet.

3



Reach Out to the Asgard
QUNALA

4

Success: Each team character who has a glyph gets skills +1 until the end of the turn.
Demonstrate the evolutionary and cultural progress of the human race to the Asgard by traveling to one of their worlds in the Ida galaxy.

2



Rescue Captive
PDX-888

3

When you play this mission, stop a character.
Retrieve a team member who has been captured by a primitive Uras as part of a rite of passage.

1



Persuade Oma Desala
Ascended Plane

5

Success: Destroy an adversary.
Convince Oma Desala that an imminent galactic threat demands she violate the Ancients' laws against interfering in corporeal matters.

4



Protected Planet Negotiations
Chryevine Mountain

4

Each time a player passes, he gains 1 power.
Host treaty talks with the Goa'uld System Lords and the Asgard, and secure Protected Planet status for Earth.

3



Repair the Sentinel
LASSON

5

Each assigned character who has 3  or more gets  +1.
Undo damage done by a rogue offworld team to this planet's anti-Goa'uld defense system.

4



Liberate Servants of Baal
PAC-237

4

Success: Stop an adversary.
Defeat the emissary of Baal who comes regularly through the Stargate to receive tribute from the local citizens.

2



Prevent Theft
Nevada Facility

3

Complications get difficulty +1.
Thwart an attempt to steal the recently-completed X-303 from its secret underground hangar.

1



Recover Z.P.M.
GOL 3000 R.C.

3

Support characters are blocked.
Travel 5,000 years into Earth's past to locate a Zero Point Module believed to be in the Goa'uld Ra's possession, taking care not to disrupt the timeline.

1





2 Advancing Line



2
2

Obstacle - Jaffa

Failure: Stop a team character. If a Jaffa adversary is assigned, incapacitate a team character instead.

When seeking out the ideal subject for implantation, the Goa'uld order a variety of specimens be taken for their consideration. Those rejected face swift execution.

2C208

3 Allen Foothold



2
2

Obstacle

When you play this obstacle, stop a support character.

During one of SG-1's offworld missions, aliens of unknown origin infiltrated the SGC. The invaders used a mimetic technology to impersonate base personnel as they were subdued.

2U209

0 Alliance of System Lords



0
0
0
0

Obstacle - Goa'uld

To play this obstacle, stop an adversary unless no characters are assigned. Gain 2 power.

The Goa'uld struggle with one another as much as with their other enemies. The rare occasions when the System Lords unite in a single purpose mark dark times for the rest of the galaxy.

2C210

4 Ancient Contagion



3
3

Obstacle - Disease

Failure: Choose one: Destroy a support character; or Incapacitate a team character.

A living Ancient, thawed and revived after millions of years in the ice of Antarctica, was a carrier of a fast-incubating and deadly disease. Her powers of healing were insufficient to cure all those infected before she herself succumbed.

2R211

1 Approaching Swarm



1

Obstacle - Replicator

This obstacle counts as two Replicator cards.

"That's not good."
—Daniel Jackson

2C212

1 Backstabbed



1
1

Obstacle - Jaffa

Domination.
When you play this obstacle, if a Jaffa adversary is assigned, choose a support character. He is blocked.

On a critical mission to stop Anubis, Bra'tac was betrayed by the son of an old friend. Luckily, he no longer carried a symbiote.

2C213

1 Battle Losses



1
1

Obstacle

Failure: Your opponent destroys a support character.

The battle against the Goa'uld has claimed countless lives over the centuries.

2C214

1 Blackmailed



2
1

Obstacle - Political

Failure: Destroy a support character whose cost is equal to or less than the total number of Political cards.

Agents of the NID, seeking to change the priorities and operational directives of the SGC, forced General Hammond to retire from the Air Force by threatening the lives of his grandchildren.

2U215

2 Blocked Escape



2
2

Obstacle - Replicator

When you play this obstacle, choose a character for each other Replicator card at the current mission. Those characters are blocked.

"We got bugs!"
—Jack O'Neill

2C216

2 Booby-Trapped Z.P.M.



1
2

Obstacle - Goa'uld

Dominion.
Failure: If a Goa'uld adversary is assigned, destroy a gear.
Camulus tampered with this zero point module so it would explode if inserted into an Ancient device. Doctor Lee discovered the ruse before the module was sent to Antarctica.

2C217

1 Building the Ranks



0
1
0

Obstacle - Replicator

When you play this obstacle, gain 1 power for each other Replicator card at the current mission.
Replicators expand their numbers by ingesting metallic alloys and using the raw material to create copies of themselves.

2C218

1 Buried Gate



1

Obstacle

To assign a character, your opponent pays 1 power.
On planets throughout the galaxy, the local Stargate has been buried by inhabitants determined to keep the Goa'uld at bay. As on Earth, the Gate can then lay forgotten to history for centuries on end.

2C219

4 Caught Off Guard



2
2
2

Obstacle - Ori

When you play this obstacle, destroy a gear.
As Vala was using an Ancient communications device to contact the SGC, her husband Tomin surprised the anti-Ori dissidents protecting her and destroyed the machine.

2R220

3 Cave-In



1
2

Obstacle

When you play this obstacle, your opponent loses 2 power.
The strength of the Tok'ra's underground tunnels lies in their secrecy. During enemy bombardment, they are a very dangerous place to be.

2U221

1 Containment Field



1
1

Obstacle

This obstacle costs power +1 to play for each assigned character.
When you play this obstacle, ready all assigned characters. They are blocked.
The energy demands in maintaining a force field increase dramatically with the amount of area to be covered or number of hostiles to be restrained.

2R222

6 CRITICAL WOUND



2
2

OBSTACLE

When you play this obstacle, incapacitate a team character.
Simon Wells was shot in the back by a Jaffa staff weapon while on a mission to P3X-666, and would have died had Janet Fraiser not come to his aid.

2 R 223

4 Cut Off



2
2
3

Obstacle - Jaffa

When you play this obstacle, you may return a support character to his owner's hand.
"We have two surviving Sierra Gulf Team One members, sir, but we have been cut off from the Stargate. We found cover in tunnels we presume were made by the Tok'ra, but we cannot reach the Stargate without reinforcements."
—Makepeace

2C224

1 Deep Memory Scan



1
2

Obstacle

Failure: Stop a team character.
Detecting knowledge of ancient Babylon in Daniel Jackson's mind, an alien captured the doctor to probe more thoroughly and learn what had become of his mate those thousands of years ago.

2C225

3 Dimensional Shift



Obstacle

When you play this obstacle, choose a character. He is blocked, along with each other character who has a glyph matching one of his.

Once the SGC understood the Mantle of Arthur, the Ancient technology was used on many occasions to render things invisible. When it was accidentally triggered for the first time, however, it was quite a shock for all involved.

2R226

1 Enduring Evil



Obstacle

When you play this obstacle, take an adversary card from your villain score pile into hand.

Even after Anubis' ship was destroyed by the Ancient weapon in Antarctica, his essence continued to exist in an immaterial form. He moved between unwilling hosts as their immune systems were destroyed by his presence.

2U227

2 Energy Feedback



Obstacle

Failure: Choose one: Destroy a gear, or stop a character.

Desperate to sever the connection to P3W-451 and its nearby black hole, Carter suggested pulling the SGC's main breaker. The resulting overload was a danger to both equipment and personnel.

2C228

1 Entranced



Obstacle - Goa'uld, Disease

Dominion.

Failure: If a Goa'uld adversary is assigned, you may move a glyph from one team character to another.

The hypnotic lights on P4X-347 were used by the Goa'uld for recreation, but had a more lasting and dangerous effect on humans.

2C229

2 Epidemic



Obstacle - Disease

This obstacle gets difficulty +1 for each other Disease obstacle.

Failure: You may take this obstacle into your hand.

Despite the best efforts of the SGC and CDC to prevent the spread of the Prior plague beyond Colorado Springs, cases began to appear nationwide almost immediately. Soon after, the plague became a global threat.

2U230

2 Estrangement



Obstacle

Failure: Return a support character to his owner's hand.

The realities of military life can put a strain on some families. Only when Carolyn Lam was assigned to Stargate Command did she come to understand the behavior of her father, Hank Landry, when she was growing up.

2C231

2 False Memory



Obstacle

Failure: Look at the top card of your opponent's mission pile. Place it on the top or bottom of that pile.

The alien Nem captured Daniel Jackson and implanted the rest of SG-1 with a false memory of his death. The tampering even included a conditioned response to discourage them from returning to investigate, should they begin to suspect the truth.

2C232

2 Fearing a Return



Obstacle - Goa'uld

Dominion.

Failure: You may take a Goa'uld obstacle card from your discard pile into hand.

After overthrowing the local Jaffa, the people of P3R-636 kept sending tributes through the Gate to avoid retribution by the Goa'uld.

2U233

2 Forced to Surrender



Obstacle - Goa'uld

Failure: Incapacitate a team character. Unless a Goa'uld adversary is assigned, your opponent may prevent this by stopping a ready team character instead.

"I'm sure you're aware that a second shot from this weapon will kill."

-Nirrti

2R234

2 Framed for Murder



Obstacle

Failure: Destroy a support character and stop a team character.
Although agents of the Trust were not responsible for the death of Colorado Springs resident Doug McNair, they quickly seized the chance to frame Teal'c for a crime.

2C235

3 Full Contingent



Obstacle - Jaffa

This obstacle costs power -1 to play for each other Jaffa obstacle and for each assigned Jaffa adversary.
"At present, we are cut off from the Gate."
"How bad?"
"Very."
—Teal'c and Jack O'Neill

2C236

1 Galactic Threat



Obstacle - Goa'uld

This obstacle costs power +1 to play for each assigned character.
The Goa'uld have held dominion over most of the galaxy for millennia, as few planets with any real power have fought to oppose them.

2C237

2 Glider Strafing Run



Obstacle - Jaffa

Failure: Destroy a support character (or two support characters, if a Jaffa adversary is assigned).
Ground targets caught without cover have little hope of surviving a death glider attack.

2C238

2 Hazardous Duty



Obstacle

When you play this obstacle, choose an assigned character.
Success: If the chosen character earns the current mission's glyph, incapacitate him.
In fleeing a terrorist attack on the Rand Protectorate, Daniel Jackson was seriously injured while trying to protect the local official who had been helping him.

2C239

2 Head Injury



Obstacle - Disease

When you play this obstacle, choose an assigned character. Your opponent may stop him.
Success or Failure: If the chosen character is assigned, incapacitate him.
Wounded and left alone on Prometheus after an attack, Carter saw hallucinations of people in her life. She saved the ship and rescued the crew, but at serious risk to herself.

2C240

1 Horus Guard



Obstacle - Jaffa

Dommon.
Failure: If a Jaffa adversary is assigned, stop a character.
Ra's Jaffa warriors wore elaborate helmets designed to intimidate their enemies. After his defeat, the design was adopted by his queen, Hathor, and son, Heru'ur.

2C241

3 In-Fighting



Obstacle

When you play this obstacle, you may move a glyph from one team character to another.
During their brief incarceration on Hadante, SG-1 had to negotiate the dangerous power struggles common to most high security prisons.

2C242

3 Joint Mission



Obstacle - Political

When you play this obstacle, choose a ready team character who isn't blocked.
Success or Failure: If the chosen character isn't assigned, incapacitate him.
"...we're going to allow a second Russian team to accompany you back to the planet."
"Excuse me?"
—George Hammond and Jack O'Neill

2C243

3 **Judgment of the Taldur**

2

Obstacle - Political

Failure: Your opponent can't play any more missions this turn.

The Taldur judicial body metes out punishment to the island states of P3X-775. They have zero tolerance of any legal infraction, and their punishment is almost always life imprisonment.

2U244

2 **Kneel Before Your God**

2

Obstacle - Goa'uld, Jaffa

When you play this obstacle, if a Goa'uld or Jaffa adversary is assigned, you gain 2 power.

When you play this obstacle, if a Jaffa character is assigned, your opponent gains 2 power.

Fear of the Goa'uld and their Jaffa is a key to their empires. Their power is greatly subverted when a Jaffa turns against them.

2U245

2 **Kor Mak Joining**

1

1

Obstacle - Goa'uld

Failure: You may **move a glyph** from one team character to another. If you do, stop both of those characters.

Kor mak bracelets forge a bond between two people, forcing them to remain in close proximity to one another. Vala Mal Doran once used a pair to link herself to Daniel Jackson, unaware they posed a physical risk to both subjects wearing them.

2U246

4 **Living Bomb**

2

3

Obstacle - Goa'uld

Failure: Destroy a gear and a support character.

On more than one occasion, Niri'l has used her scientific expertise to implant explosive devices inside the bodies of living subjects without their knowledge. They are designed to destroy enemy Stargates by detonating when the unwitting carrier arrives in close proximity.

2C247

0 **Loyal Subjects**

0

0

0

0

Obstacle - Goa'uld

To play this obstacle, discard either: two cards; or one obstacle that has dominion.

Gain 1 power.

"The end of a dark moment in Goa'uld history approaches. Soon we will wipe out the scourge that plagues us. I will rejoice you as we come out of the shadows."

—Apophis

2U248

3 **Memory Stamp**

2

2

Obstacle

When you play this obstacle, you may **move a glyph** from one team character to another.

The people of P3R-118 secretly enslaved their workers through a technique that erases memory and implants a false identity. The city's administrator used the technique on SG-1 when they threatened to expose the truth to the slave laborers.

2U249

3 **MIND INVASION**

2

1

OBSTACLE - REPLICATOR

Failure: For each other Replicator card at the current mission, incapacitate a team character.

Human-form Replicators possess the ability to infiltrate a human's subconscious mind, where they can both read the victim's thoughts and control what he or she perceives.

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2 R 250

3 **Near-Death Experience**

2

3

3

Obstacle

Failure: You may choose to have your opponent shuffle his mission pile.

Grievously wounded in a battle on Kresh'ta, Teal'c began to experience vivid hallucinations. He was soon unable to distinguish reality from fantasy.

2C251

2 **New Guy!**

0

0

0

0

Obstacle

When you play this obstacle, choose a team character. For each glyph he has, each team character who has no glyph gets skills -1.

"Hey, you touched that!"

"I know how to read that!"

—Cameron Mitchell and Daniel Jackson

2C252

3 Nish'ta



Obstacle - Goa'uld

When you play this obstacle, choose a team character who has no glyph. He is blocked.

This biological agent used by the Goa'uld renders a victim extremely pliable to suggestion. It can be countered by an electric shock, assuming one has enough experience to recognize the compound's effects.

2C253

1 Not What He Appears



Obstacle - Goa'uld

Domination

This obstacle costs power -1 to play while a Goa'uld adversary is assigned.

Cordesh had long served as aide to the Tok'ra leader Garshaw before being exposed as a secret informant for the Goa'uld.

2C254

2 Occupation Force



Obstacle - Jaffa

While a Jaffa adversary is assigned, this obstacle gets **Domination**.

*"Guess we're stayin' for a while."
-Samantha Carter*

2C255

1 On Alert



Obstacle - Jaffa

This obstacle gets difficulty +1 for each failed mission this turn.

Jaffa warriors can be taken by surprise, but they are extremely difficult to defeat when alerted to an enemy presence in the area.

2C256

3 Paperwork



Obstacle - Political

Failure: Stop all characters.

Though each SG team files an after action report for every mission they undertake, they must typically be more thorough in accounting for their failures.

2C257

3 Payoff



Obstacle - Political

Failure: Place this obstacle on a character. He gets:

"Each time your opponent plays a Political obstacle, you may pay 1 power. If you don't, stop this character."

When your opponent succeeds at a mission, destroy this obstacle.

After the SGC Stargate was destroyed, the U.S. began paying Russia for the use of their.

2R258

3 Plea for Help



Obstacle

When you play this obstacle, look at the bottom card of your opponent's mission pile, then place it on the top or bottom of that pile.

Nearly a year after SG-1 first journeyed to Cimmeria, a local leader begged they return to help battle the Goa'uld who had laid siege to her world.

2R259

2 Prisoners of the Jaffa



Obstacle - Jaffa

Domination

Failure: If a Jaffa adversary is assigned, destroy a stopped support or assigned support character.

*"Shouldn't it be getting easier to convince these guys?"
-Jack O'Neill*

2C260

2 Programmed



Obstacle - Goa'uld

Failure: Return a support character to his owner's hand.

Baal secretly abducted many prominent Jaffa leaders, brainwashed them, then returned them to carry out his bidding. He claimed to be amassing power to fight the Ori, though Teal'c saw no altruism in the plan.

2C261

2 **Questioned Loyalties**



Obstacle - Political

When you play this obstacle, choose a ready support character.
 Success or Failure: If the chosen character is assigned, destroy him.

*"Jacob Carter has had no more influence on me than any other host."
 "There are those of us who would disagree."
 -Selmak and Delek*

2U262

3 **Rapid Aging**



Obstacle - Disease

Failure: Incapacitate an assigned team character and destroy all assigned support characters.

Through nanotechnology, the Goa'uld Pelops artificially accelerated the aging process of the Chosen of Argos. The "infection" spread to Jack O'Neill in his interactions with one of the Argosians.

2R263

4 **Rebuffed**



Obstacle - Ori

When you play this obstacle, ready an assigned character. He is blocked.

*"Andras chose to hunt the lion and was eaten by his prey."
 -The Book of Origin*

2R264

2 **Recognized**



Obstacle - Goa'uld

Domino
 While a Goa'uld adversary is assigned, this obstacle gets difficulty +1 for each assigned character who has a glyph.

SG-1's exploits made them ever more notorious among the System Lords, posing a real problem during undercover missions.

2R265

3 **Revolutionaries**



Obstacle - Political

Failure: Destroy a support character. If another Political card is at the current mission, you may incapacitate a team character instead.

While searching Honduras for the Goa'uld Telchak's ancient temple, Doctors Jackson and Lee were captured by a local terrorist. Militant dissidents of the same type can be found on Earth and throughout the galaxy.

2U266

2 **Ribbon Device Torture**



Obstacle - Goa'uld

Failure: Your opponent discards two random cards. If a Goa'uld adversary is assigned, you may instead look at your opponent's hand. If you do, choose a card from it for him to discard.

Though the ribbon device is effective at both immobilizing and interrogating an enemy, the Goa'uld also use it to inflict pain purely for their own amusement.

2U267

3 **Rigged Explosives**




Obstacle

When you play this obstacle, your opponent destroys a support character.

Things around SG-1 seem to have a far higher than average tendency to explode.

2R268

0 **Risk of Exposure**



Obstacle - Political

When you play this obstacle, gain 1 power for each glyph on each assigned character.

The longer the SGC remains in operation, the greater the chances of it becoming public. The U.S. government is ever vigilant, ready to dissuade those who would reveal the truth, or debunk those who do.

2C269

3 **Scenarios of the Keeper**



Obstacle

Failure: Look at the top five cards of your opponent's deck. You may place them in any order on the top and/or bottom of that deck.

Once SG-1 was overpowered by the virtual reality machinery of P7j-989's "Keeper," they were forced to live out the experiences of his choosing.

2U270

1 Security Field

2
2
3

Obstacle

This obstacle costs power +1 to play for each assigned character.

Advanced societies often protect sensitive equipment with a force field. The field around the Latonian Sentinel was particularly sophisticated, though Kershaw hacked its access code on two occasions with help from Shawn Greeves and Daniel Jackson.

2C271

1 Spreading Fear

1

Obstacle - Jaffa

Domain:
This obstacle costs power -1 to play while a Jaffa adversary is assigned.

*"...you will be publicly executed as an example to all those who would defy their god."
"Does it have to be publicly?"
—Herak and Jack O'Neill*

2C272

0 Standoff

0
0

Obstacle - Goa'uld

When you play this obstacle, gain 1 power for each glyph on each assigned character.

One of the "nightmare scenarios" an SG team may face is not knowing when one of their own has been secretly taken as a host by a Goa'uld.

2C273

1 Strained Relations

2

Obstacle - Political

Failure: Gain 2 power.

Though the Jaffa and the Tok'ra share the same goal of defeating the System Lords, each group is deeply mistrustful of the other. As allies of both, Earth was often put in the position of mediating their disputes.

2C274

2 Sudden Onset

1
1
1

Obstacle - Disease

When you play this obstacle, you may take a Disease obstacle card from your discard pile into hand.

*"I was under the impression that the cancer hadn't gone this far."
"So was I. They cleaned out all the lymph nodes. The problem is, apparently, one squadron of those little buggers got themselves reassigned to my liver."
—George Hammond and Jacob Carter*

2C275

2 Suicidal Za'tarc

2
2

Obstacle - Goa'uld

When you play this obstacle, choose a ready support character.

Success or Failure: If the chosen character is assigned, destroy him.

Victims of za'tarc brainwashing can carry on normally for weeks until triggered to act. When the chance to complete their programmed task presents itself, they act with no regard for their own survival.

2C276

2 Taken in Secret

2

Obstacle - Goa'uld

Failure: Destroy a support character (or two support characters, if a Goa'uld adversary is assigned).

*"All right, anybody with a snake in their head raise their hands!"
—Jack O'Neill*

2C277

2 Targeted Abduction

1
2

Obstacle - Replicator

When you play this obstacle, stop an assigned character whose skill being contributed to the current mission is equal to or less than the number of other Replicator cards there.

To gain access to the Ancient knowledge buried in Daniel Jackson's subconscious mind, Replicator Carter commanded her swarm to seek out and capture him for interrogation.

2C278

3 Terminal Condition

2
3

Obstacle - Disease

Failure: Destroy a support character.

Despite the many wonders of medicine developed by advanced aliens, some conditions remain untreatable. Even the Tok'ra symbiote Selmak's healing abilities were not enough to save his former host.

2C279

3 Test of Worthiness



Obstacle

Failure: Stop all characters. In the Hall of Thor's Might, a series of tests judged if the Cimmerian people had "come of age." Success would demonstrate their readiness to encounter the Asgard in their true form.

2C280

5 Time Dilation



Obstacle

Failure: Your opponent skips his next turn. The closer one travels to a black hole, the more the passage of time slows down, relative to an outside observer. The Asgard have a technology that artificially recreates this natural phenomenon.

2R281

3 Turncoat



Obstacle

Failure: Look at the top card of your opponent's mission pile. Place it on the top or bottom of that pile. When Fro'tak betrayed SG-1's presence on Chulak to Apophis' Jaffa, the entire mission would have been a loss had Jack O'Neill not secretly followed the traitor.

2C282

3 Unas Attack



Obstacle

When you play this obstacle, your opponent destroys a support character. Mining operations on P3X-403 unintentionally provoked the local Unas population, who held the land as a sacred burial ground. The SGC then turned to Chaka, an Unas leader from another world, to broker a peaceful resolution.

2R283

4 Unbelievers



Obstacle - Ori

Failure: Destroy any number of support characters whose total cost equals 5 or less. The Priors command a frightening array of powers to be used against those who would shun the path of Origin.

2U284

2 Unfamiliar Customs



Obstacle

Each time your opponent plays a support character, that character is blocked until the end of the current mission. Though Earth's relationship with the Soden began with the apparent death of a Soden warrior, Cameron Mitchell ultimately earned their respect by training in their ritual combat.

2U285

1 Unforeseen Consequences



Obstacle - Goa'uld

Failure: Gain 2 power. The SGC routinely adapts Goa'uld technology for their own purposes. But the situation was reversed when Baal enhanced a computer virus designed by Jay Felger, disrupting the entire Stargate network.

2C286

4 ANUBIS
[Powerful Nemesis]



ADVERSARY - GOA'ULD

While this adversary card is in your villain score pile, your Goa'uld and Jaffa adversaries get difficulty +1 and revive cost +2. With Anubis commanding more technology and power than any one Goa'uld had ever held, other System Lords had to swear allegiance to him or be swept away.

2UR287

3 Apophis
[The Serpent God]



Adversary - Goa'uld

At the end of your opponent's power phase, if this adversary card is in your villain score pile, you gain 1 power. The long struggle between the System Lords Ra and Apophis formed the basis of a key conflict in Egyptian mythology: as the Sun God ruled the day, his serpent rival ruled the night.

2UR288

3 BAAL
Persistent Foe

2
2
2

5

Adversary - Goa'uld

Each time you revive Baal, you may pay 4 power. If you do, score him.

After the Tau'ri defeated Anubis a second time, Baal went into hiding on Earth. He soon gained control of a major aeronautics firm and established a new base of power, once again turning a defeat into his own personal victory.

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3 Brainwashed Teal'c
Faithful First Prime

2
3

5

Adversary - Jaffa

Complications cost power -1 to play while Brainwashed Teal'c is assigned. When you score Brainwashed Teal'c, stop all SGC team and Jaffa team characters.

Years after Teal'c turned against Apophis, the false god used mind control to reclaim his First Prime. Only through the dangerous rite of M'ai Sharran were the effects undone.

2UR290

3 Hathor
Rising Power

2
2
2

4

Adversary - Goa'uld

Each time you revive Hathor, place the top card of your deck face down beneath her. When you score Hathor, for each card beneath her, destroy a gear or support character.

Freed from stasis after thousands of years, Hathor worked to rebuild her power base in secret before rivals learned of her return.

2UR291

4 Replicator Carter
Disarming Foe

2
2
2

4

Adversary - Replicator

While Replicator Carter is assigned, you may play any Replicator obstacle at no cost if another obstacle with the same title is already at the current mission.

Using her physical resemblance to Samantha Carter to allay the suspicions of both the SGC and her creator, Fihl, this human form Replicator stalled for time as she perfected her devious plot.

2UR292